

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A method for managing dynamic context comprising:
storing associations between an activity stream and a representation element, the activity stream based on an activity beyond a perception of a user;
synthesizing a human sensible attribute of the representation element responsive to changes in the activity stream and the stored associations;
determining a focus of attention of the user;
presenting the synthesized human sensible attribute of the representation element to the user at a periphery of the focus of attention, the periphery of the focus of attention being separated by a distance from the focus of attention of the user; and
dynamically changing the human sensible attribute of the representation element responsive to dynamic changes in the activity stream,
wherein varying portions of a graphical user interface associated with the representation element are being used in informing the user of the changes in the activity stream, and
wherein the dynamically changing the human sensible attribute is gradually increasing an intensity of the human sensible attribute, as a function of time and without user interaction, and as a means of notifying the user of the changes in the activity stream.

2-3. (canceled)

4. (previously presented): The method of claim 1, wherein the activity stream is information including external sensor information.

5. (original): The method of claim 1, wherein the human-sensible attribute is synthesized based on a selected range.

6. (original): The method of claim 1, wherein the human-sensible attribute is synthesized based on values outside a selected range.

7. (previously presented): The method of claim 1, wherein the activity stream has a value outside a predicted range of values.

8. (previously presented): The method of claim 7, further comprising determining the predicted range of values based on monitoring activity stream.

9. (original): The method of claim 1, wherein the human-sensible attribute is a display attribute.

10. (original): The method of claim 9, wherein the display attribute includes at least one of a text characteristic, a window characteristic, a desktop characteristic.

11. (currently amended): A system for managing dynamic context, comprising:

a synthesizer circuit, each synthesizer circuit synthesizing a human-sensible attribute of a representation element based on changes in [[a]] an activity stream, the activity stream based on an activity that is beyond a user's perception;

a memory that stores associations between the activity stream, the representation element and the synthesizer circuit;

a user focus of attention determining circuit that determines the user's focus of attention; and

a user interface operable to present the synthesized human sensible attribute to the user using the representation element and operable to dynamically change the human sensible attribute of the representation element responsive to dynamic changes in the activity stream;

wherein varying portions of the user interface in a periphery of the user's focus of attention are being used to inform the user of the changes in the activity stream, the periphery of

the user's focus of attention being separated by a distance from the focus of attention of the user,
and

wherein the dynamically changing the human sensible attribute is gradually increasing an intensity of the human sensible attribute as a function of time and without user interaction.

12. (canceled)

13. (previously presented): The system of claim 11, wherein the activity stream is an input signal including an external sensor signal.

14. (previously presented): The system of claim 11, wherein the synthesizer circuit synthesizes the human-sensible attributes based on a selected range.

15. (previously presented): The system of claim 11, wherein the synthesizer circuit synthesizes the human-sensible attributes based on activity stream values outside a selected range.

16. (previously presented): The system of claim 11, wherein the representation element and the activity stream are dynamically associated based on whether the activity stream has a value outside a predicted range of values.

17. (previously presented): The system of claim 16, wherein the predicted range of values is determined by monitoring activity stream.

18. (original): The system of claim 11, wherein the human-sensible attribute is a display attribute.

19. (previously presented): The system of claim 18, wherein the display attribute includes at least one of a text characteristic, a window characteristic, and a desktop characteristic.

20. (previously presented): The method of claim 1, wherein determining a user's focus of attention comprises determining a user's focus of attention by actively sensing the user's focus of attention.

21. (canceled)

22. (previously presented): The method of claim 1, wherein the activity is at least one of a scheduled event approaching and sensor values changing.

23. (previously presented): The system of claim 11, wherein the activity is at least one of a scheduled event approaching and sensor values changing.,

24. (previously presented): The method of claim 1, wherein the activity stream comprises information including at least one of external sensor information, telephone information, broadcast news information, and pager information.

25. (previously presented): The system of claim 11, wherein the activity stream comprises information including at least one of external sensor information, telephone information, broadcast news information, and pager information.

26. (currently amended): A method for dynamically managing a focus and a periphery of attention of a user of a primary document on a display, the method comprising:
determining the focus of attention of the user;

detecting a change in an activity stream, the activity stream occurring outside of perception of the user;

determining a representation element associated with the activity stream, the representation element having human sensible attributes; and

dynamically changing the human sensible attributes responsive to the dynamic change in the activity stream,

wherein the changing of the human sensible attributes is adapted to be sensed by the user in the periphery of attention of the user, the periphery of the focus of attention being separated by a distance from the focus of attention of the user, and

wherein the dynamically changing the human sensible attributes is gradually increasing intensity of the human sensible attributes, as a function of time and without user interaction, and as a means of notifying the user of the changes in the activity stream.

27. (previously presented): The method of claim 26, wherein the human sensible attributes are selected from vision, sound, touch, taste and smell.

28. (previously presented): The method of claim 26, wherein the changing the human sensible attributes includes applying a dynamic stylesheet to the representation element.

29. (previously presented): The method of claim 28, further comprising:
authoring the dynamic stylesheet including:
obtaining a selected activity stream from among a plurality of activity streams; and
specifying variations to the human sensible attributes of the representation element
responsive to changes in the selected activity stream,
wherein the variations in the human sensible attributes indicate, unobtrusively to the user,
the changes in the selected activity.